

## COMMUNITY MEETING REGARDING PROPOSED ARCHITECTURE CHANGES TO AVAYA STADIUM File No. PDA11-002-01

Tuesday, February 28, 2017 6:00 p.m. – 7:30 p.m. San Jose Earthquakes' Front Office: 1123 Coleman Avenue San José, CA 95110 (Parking Available on site)

Dear Neighbor,

As a property owner or tenant in the area of the proposed project described below, you are receiving this invitation to a community meeting where the project will be discussed. The meeting is hosted by the City of San José Planning Division and the project applicant. This is an opportunity for you to learn about the proposal and provide input. City staff will consider all comments at this meeting as well as comments made by phone or submitted in writing during the evaluation period of the proposal.

<u>Proposed Project: File No. PDA11-002-01 (Avaya Stadium)</u> – 1123 Coleman Avenue, located on the northwesterly corner of Coleman Avenue and Newall Drive. Planned Development Permit Amendment to allow for Avaya Stadium to remain in its current state by not installing the exterior architectural treatment to the structure located on the approximately 14.5 gross acre site.

If you have comments or questions about this project, please contact:

## City of San José Planning Division

Lesley Xavier Project Manager Phone: 408-535-7852

Email: Lesley.xavier@sanjoseca.gov

## **Project Applicant**

San Jose Earthquakes Eric Hanninen, Executive Assistant Phone: (408) 556-7710

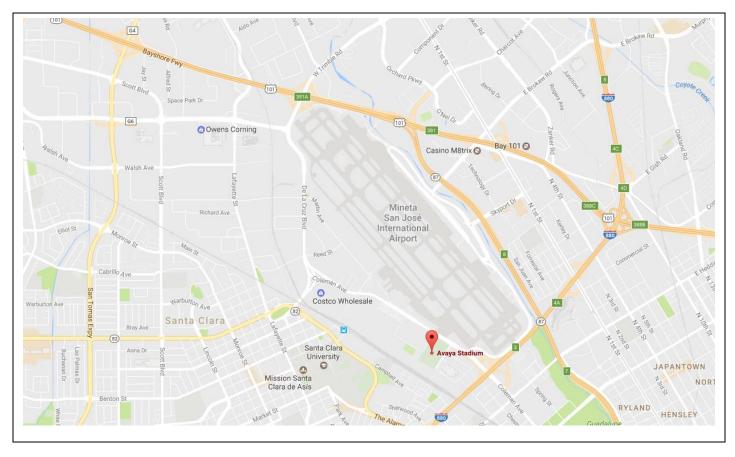
Email: ehanninen@sjearthquakes.com

Para información en español acerca de esta solicitud, comuníquese con Juan Borrelli al (408) 793-4100, e índique el número de Proyecto **PDA11-002-01** 

Để biết thêm chi tiết về tờ thông tin này bằng tiếng Việt, xin quý vị liên lạc Kieulan Pham số (408) 793-4174 và đọc số dư án **PDA11-002-01** 

To arrange an accommodation under the Americans with Disabilities Act to participate in this meeting, please call 408-535-1260 (Voice) or 408-294-9337 (TTY) at least 48 hours before the meeting.

## Map of meeting location:



Project location:

